--NOT IN ORIGINAL POST
The post was deleted at the request of Osk’s close friend who said the post was causing Osk to be stressed
--END OF NOT IN ORIGINAL POST

[Modern Tetris] Pro player sets a new speedrun world record, but not everyone is convinced it’s legitimate. Things escalate from there. self.HobbyDrama

Submitted 1 day ago * by itchylol742

Background: The two common forms of Tetris played today are Classic, which is the original NES version, and Modern, which is based on a newer ruleset defined by the Tetris Company. Classic Tetris focuses more on smart decisions and not making mistakes as fixing mistakes is very hard, whereas Modern focuses more on speed, style, and multiplayer battles (but has single player modes as well). There are also unofficial Modern Tetris games, the most popular being Tetr.io which is more popular than most official Tetris games. This drama is exclusively about Modern Tetris, and does not include Classic Tetris.

In Modern Tetris, two of the most prestigious titles a player can hold is highest ranked PvP player, a 1v1 multiplayer mode where you send garbage lines to other players as a form of attack, and the 40 line speedrun world record, which is a single player speedrun where you try to clear 40 lines as quickly as possible.

On April 14, 2022, a player named Furry (yes, that’s the actual username) achieved the world record for the 40 line speedrun, at only 14.183 seconds. This achievement was congratulated by many in the community. The speedrun was done in Tetr.io.

However, some community members questioned the legitimacy of the speedrun. Many were suspicious, but didn’t have solid evidence to back up their suspicion. Some community members asked for a handcam (a video showing Furry’s hand movements on the keyboard) as proof.

A handcam video was provided by Furry, but it only showed their knuckles while not showing their keyboard, making it basically useless as proof of legitimacy. The video has been removed since then, so I’ll personally vouch that said video really did exist and isn’t just made up. Despite obviously going against the spirit of a handcam, most people

accepted the 14.183 second world record as legitimate, but suspicions continued to linger.

A little while later on May 1, there was significant discussion about the possibility of cheating in Tetr.io's single player mode. This is specific to single player, as anti-cheat in Tetr.io multiplayer is very good. Personally, I have never played against a cheater in Tetr.io multiplayer.

Details around this part are vague, but a player named JimothyJimothy was involved in a small group of people who investigated the possibility of cheats in Tetr.io single player. They then proceeded to publicize the fact that cheating in single player was possible, but didn't give instructions on how to do it.

This greatly angered the developer of Tetr.io, Osk. He was outraged that someone would cheat in Tetr.io without permission and then publicize the fact that cheating was possible as it might give information to people who want to cheat. Osk did not consider investigating the possibility of cheating to be a valid reason to test cheats. The main reason for Osk's anger was that JimothyJimothy's group didn't ask for permission before testing cheats.

Osk also believed that testing the cheats due to suspicion of Furry's world record is indirectly accusing Furry of cheating, which could lead to harassment against the accused. JimothyJimothy argued against this, saying that having suspicions is different from outright accusing and harassing someone, and that having suspicions is reasonable.

There were some heated debates on Twitter and Discord on whether JimothyJimothy's group was correct in what they had done, but nothing big came from it. The whole thing died down and people stopped caring. For a while at least.

On May 17, 2022, Osk and prominent community members Mat1jaczyyy and Renge publicly announced that Furry's world record had been investigated, and was found to be cheated. Furry was permanently banned from Tetr.io and their world record was removed. Osk published a blog post about 5 pages long with a summary of the investigation, as well as a message at the end explaining that the Tetr.io moderators prefer to keep investigations private to prevent possible misinformation from spreading early on, and to prevent witch hunts.

Mat1jaczyyy and Renge's document went into extreme detail about the investigation which included many investigators beyond just them, and found extensive evidence of cheating. The document is 31 pages long and contains information which even I (as a top 1% Tetr.io player, not to brag or anything) found overwhelming and hard to understand.

Some highlights of the investigation: Furry's keyboard polling rate is different in their single player play compared to multiplayer play (remember that multiplayer anti-cheat is very good). This implies that Furry only cheated in singleplayer which caused the discrepancy. The handcam video had some audio inconsistencies. There were major statistical discrepancies between Furry and other pro players. Finally, Furry was asked to livestream a play session, but could not play anywhere near as well as the world record they had submitted previously.

Afterwards, JimothyJimothy published a post criticizing how the community's standards for legitimacy are very low, and that more proof should be demanded. The additional proof would not be difficult for a player to provide, and would make it nearly impossible to cheat and get away with it.

He also argued against Tetr.io moderators' policy of keeping investigations private, and said that if investigations were more open, community members who have technical knowledge of how to catch cheaters could help the Tetr.io moderators investigate potential cheaters. He also mentioned the fact that much of the evidence from the Furry investigation was collected by community members rather than Tetr.io moderators. He concluded that Tetr.io moderators, although well intentioned, don't have as much resources and collective investigative power as an entire community. It's important to note that although JimothyJimothy criticized the Tetr.io moderators' policy, he did not resent the moderators or think they were corrupt.

Many players were shocked at the revelation and were disheartened. Regardless, people moved on somewhat quickly as there was a definitive conclusion due to Furry admitting to cheating in the end, and being permanently banned. Although Furry was banned, they weren't shunned as severely as Merevir (post on Merevir) as Furry wasn't toxic to anyone. Also, Furry's motivation, being frustrated by not improving

fast enough, was also considered unfortunate rather than malicious. Tetr.io's anti-cheat in singleplayer was (presumably) improved and no one thinks much of this event anymore.

The 31 page document for nerds:

https://docs.google.com/document/d/1bfQFBUv85jFLSLyiyCotMBU19xeUtQb3wUEas7Zfq_Y/edit?usp=sharing

JimothyJimothy and Osk argument on Twitter screenshot:

https://imgur.com/cBJLvcU

JimothyJimothy post after the investigation:

https://imgur.com/m7UrM9i

Official Osk blog post on the investigation:

https://imgur.com/a/l0x4NW2

Internet Archive of the 4 above documents for when they are inevitably deleted or lost to time or something: https://archive.org/details/tetriofurryworldrecordscandal

EDIT: JimothyJimothy clarifies that he was not involved in testing cheats, he just publicly discussed the possibility of cheating. https://old.reddit.com/r/HobbyDrama/comments/vmthj7/modern_tetris_pro_player_sets_a_new_speedrun/ie4ze1s/

If Jimothy's post is deleted here is what it said: "Hey, it's me Jimothy (I'm in the post wowie)

I just wanna clear things up and clarify that the investigation group that tested speedhacks and posted the documents did not involve me. I had no "group". I was just discussing some replay analysis with other people in a public discord

That's all bye If you want my opinion I basically completely agree with quantum hornets post"

QuantumHornet, another Modern Tetris community member shares opinion on the investiagion, and I think it's worth reading: https://old.reddit.com/r/HobbyDrama/comments/vmthj7/modern_tetris_pro_player_sets_a_new_speedrun/ie4l285/

If QuantumHornet’s comment is deleted here is what it said:

“I think the problem with the “investigation” run by the TETR.IO moderators is that it wasn’t much of an investigation compared to what independent members of the community did, and that the moderators offered 0 support to the independent investigation, and arguably even obstructed it. Furry’s run was flagged as suspicious by TETR.IO’s anticheat, and had to get osk to manually submit the run, which osk did, crediting Furry’s bad internet (he lives in the Philippines) for the anticheat flag.

The evidence gathered in the TETR.IO moderator “investigation” was meager, and yet in their document, they claim primary credit for discovering Furry’s cheating. They mention the “heuristic” evidence found by the independent investigation team as a minor factor, and not enough to condemn Furry as guilty, yet the independent investigation found that the polling rate of Furry’s keyboard was different specifically in his sprint world record run, and other runs that were believed to be cheated. They confirmed his keyboard’s polling rate to be 125 Hz, which matched multiplayer data (which is reliable as it cannot be cheated) and a liveplay sprint that they asked Furry to play while in a Discord VC with him, and yet his polling rate in the world record run was much higher (I don’t remember the exact number, but it’s in the 31 page document).

The independent investigators demonstrated immense technical prowess, and that, combined with their passion to expose cheaters and knowledge of the game, allowed them to out Furry as a cheater. The TETR.IO moderator team were extremely reluctant to investigate at all, only releasing a document when it was very likely that Furry cheated (I do not remember if it was before or after he confessed, but it was around the same time). The independent investigation team spearheaded this investigation, and produced significant evidence that the moderators were not able to produce.
My personal belief, so you can take this with a grain of salt, is that the TETR.IO moderators were either biased towards Furry, wanted to have

the sprint world record on TETR.IO (since Jstris, another web Tetris game, allows for people to play at a similar speed as in TETR.IO), or were averse to “rocking the boat” by investigating a player who seemed to have achieved something incredible and was respected by many in the community. As a member of the Tetris community, I believe that it is extremely important for anyone in the entire community to be able to investigate claims of cheating. After all, if members of the community had not stepped in, I believe that the cheated world record run would still stand today (though this is arguable).”

EDIT 2: Osk, developer of Tetr.io adds information and clarification (nvm its deleted but heres the link anyway) https://old.reddit.com/r/HobbyDrama/comments/vmthj7/modern_tetris_pro_player_sets_a_new_speedrun/ie68rl8/?context=3